

**Division of Humanities**  
**Tentative Course Syllabus**

**Course Code:** HUMA 5371  
**Course Title:** Videogames in East and Southeast Asia  
**Course Offered in:** Fall 2025  
**Course Instructor:** Dr. Kok Thong WONG

**Course Description:** While Japan used to dominate the Asian gaming landscape, its East Asian and Southeast Asian neighbors have since developed into major gaming hubs with distinctive characteristics. This course examines the formative influence of Japanese games throughout East and Southeast Asia, study the rise of South Korea and China as centers for online gaming and esports, and survey the emergence of robust national videogame industries in numerous Southeast Asian nations.

**Course Intended Learning Outcomes (ILOs):**

1.	Define key concepts and theories in the field of game studies from a humanistic perspective
2.	Explain the cultural, economic, and political forces that shape the gaming landscape of East/Southeast Asia
3.	Understand the characteristics unique to the national game industries in East/Southeast Asia
4.	Conceptualize a comparative approach to studying Asian videogame cultures in a research paper

**Course Outline:**

Week 1: Overview of Videogames in East/Southeast Asia  
Week 2: Japanese Games Industry History  
Week 3: Southeast Asian as a Gaming Region  
Week 4: South Korean Early Gaming Culture  
Week 5: Console Gaming in China  
Week 6: Globalizing Japanese Gaming Culture  
Week 7: Online Gaming and PC Bangs in South Korea  
Week 8: Indie Games in Malaysia and Singapore  
Week 9: Gold Farming in China  
Week 10: Branding Japanese Culture through the JRPG Genre  
Week 11: Competitive Gaming as Sports Events in South Korea  
Week 12: Making Nationalist Videogames in Indonesia

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Week 13: The Rise of Esports in China

**Planned Assessment Tasks:**

Weekly Writing Assignment: 30%

Course Participation: 20%

Presentation: 10%

Mini Project: 10%

Final Paper Proposal: 10%

Final Paper: 20%

**Readings:**

Larissa Hjorth and Dean Chan, eds. *Gaming Cultures and Place in Asia-Pacific*. Routledge, 2009.

Mark J. P. Wolf, ed. *Video Games Around the World*. The MIT Press, 2015.

Mia Consalvo. *Atari to Zelda: Japan's Videogames in Global Contexts*. The MIT Press, 2016.